Ghost Chaser

Instructions:–

Atari ST & Amiga:– Switch on machine and insert disk into drive. On Amiga type 1 followed by the Return key to load the normal game.

To start game press fire on joystick.

Use the joystick to move your Ghost Chaser around the maze in an attempt to eat all the dots before the ghosts get you. Eat a flashing dot and you can eat ghosts for a limited time. Press fire and a laser blast will destroy any following ghosts. Eat bonus fruits to increase your score. Clear bonus screens for additional score.

The score, number of lives and laser bolts remaining are shown at the base of the screen.

To end the game whilst playing press UNDO (ST) or ESC (AMIGA). P pauses game and pressing fire restarts.

The mazes increase in difficulty as the game progresses but if you wish to play mazes selected at random from those available press HELP (ST) or F10 (AMIGA) whilst game is playing.

Once you have mastered the normal speed game you might like to try the turbo speed version included on the disk. To load this proceed as follows:–

ST:– Turbo version must be loaded by first switching on the machine without a disk in the drive and then inserting 'Ghost Chaser' disk when Desktop appears. Run 'Turbo.Prg' from the Desktop. If you are not familiar with the method of loading programs from the desktop then refer to your user manual.

Amiga:– Insert disk, switch on machine and type '2' followed by Return at the prompt.

Features:–

50 different mazes.
Bonus fruits.
Player equipped with a limited supply of laser bolts.
Bonus level every 3 mazes.
High Score Table.
Arcade quality graphics and sound.

Computer Games That

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